

JavaScript Numeric Bugs Field Guide

Floating-point pitfalls, conversion functions, and the exact test cases that catch numeric defects before production.

1. parseInt vs. parseFloat vs. Number()

Function	Input	Result	Behavior
<code>parseInt("42px")</code>	"42px"	42	Reads digits until non-numeric, then stops
<code>parseFloat("42.5px")</code>	"42.5px"	42.5	Same partial read, keeps decimal
<code>Number("42px")</code>	"42px"	NaN	Requires the entire string to be numeric
<code>Number("42")</code>	"42"	42	Clean numeric strings convert fine on all three

2. Core Math Object Methods

Method	Behavior	Watch For
<code>Math.round()</code>	Rounds .5 up, always	<code>Math.round(-2.5)</code> returns -2, not -3
<code>Math.floor()</code> / <code>Math.ceil()</code>	Always rounds one direction	Off-by-one page counts often trace here
<code>Math.max()</code> / <code>Math.min()</code>	Largest/smallest argument	Returns NaN if any argument isn't numeric
<code>Math.random()</code>	Float from 0 up to (not incl.) 1	Not cryptographically secure — flag near auth/tokens

3. Test Cases That Catch Numeric Defects

Currency values known to trigger rounding error

Test `0.1 + 0.2` style additions across multiple line items. If the result isn't exact, currency math isn't using integer cents.

Malformed numeric strings

Submit "5mg", "42px", or values with trailing units into numeric fields. `parseInt/parseFloat` will silently accept them.

NaN comparison logic

Confirm invalid-number checks use `Number.isNaN(value)`, not `=== NaN`, which always evaluates false.

Large numeric IDs

Check IDs near or beyond 2^{53} (9,007,199,254,740,991) — precision degrades silently past this point.

Loose vs. strict equality

Look for `==` instead of `===` in numeric assertions; type coercion can mask a string-vs-number bug.

Fix pattern for currency math: convert dollar amounts to integer cents before any addition or multiplication, then divide back to dollars only for display. This removes compounding floating-point error at the source instead of masking it with `toFixed()`.